Petr Stepanov

Web designer. Frontend and desktop developer.

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Education

Bowling Green State University   Aug 2014 → now

Doctor of Philosophy in photochemical sciences.
Dissertation topic: Development of positron annihilation spectroscopy: from experimental setups to advanced processing software.

British Higher School of Art and Design   Dec 2011 → Feb 2012

Intensive: graphical design and visual communications.

National Research Nuclear University   Sept 2004 → Feb 2011

Bachelor and Master of Science in solid state physics.

Thesis topic: Radiation defect studies of nuclear power plant vessel steels by means of positron lifetime annihilation spectroscopy.

Work experience

Freelance UI/UX Designer and Frontend Developer   Aug 2014 → now

UX and UI. Developing the branding identity and guidelines for companies. Creating logos, establishing visual language and making interactive prototypes (Figma, Sketch, Illustrator). Slicing mockups into responsive HTML and CSS. Preparing image assets for developers. Designing and coding responsive newsletter email templates.

Frontend. Writing gulp build scripts (LESS, SASS, browserify, image compression). Extending Bootstrap and other frameworks to correspond to clients' designs. Writing custom SCSS from scratch. Programming frontend interactions with modular JavaScript and jQuery. Some experience with Node.js, EJS. Participated on projects with Angular and React frameworks.

Mobile. Worked on iOS apps with Swift and UIKit. Familiar with Ionic framework.

Companies. Worked for Polyient Labs (Phoenix), Otixo (Berlin), private investors.

Research Assistant, Software Developer   @BGSU   Sept 2014 → now

Designing and developing desktop software for experimental spectra fitting and interpretation. GNU Automake, C++, CERN ROOT and RooFit libraries. Occasioanlly used Java and Swing.

Building websites for conferences with registration and payment system workflow (WordPress, PHP, Recurly.js). Creating websites with static site generators (Jekyll, Hexo).

Web Designer, Frontend Developer   @Gridnine Systems   Apr 2011 → Aug 2014

Prototyping conceptual wireframes and visual mockups for web applications (Photoshop, Illustrator).

Developing frontend part of a number of corporate web applications (Google Web Toolkit, JavaScript, Backbone.js and Require.js). Responsive layout with SASS and LESS. Programming Java servlets on the backend.

Interests

Linux and open-source software. Fixing cars. Snowboarding and rollerblading.

Skills

Basics

Git, SVN, SSH, HTTP, Linux and terminal usage. VS Code, xCode, Eclipse, NetBeans, Atom. MVC/MVP/MVVM architectural patterns.

UI/UX design

Figma, Sketch, InVision Studio, Adobe XD, Adobe Photoshop, Adobe Illustrator, Inkscape, Blender.

Desktop development

Java and Swing, C/C++ and Qt, CERN ROOT, RooFit libraries; compiling from source (gcc, GNU makefiles), Fortran 95.

Frontend and mobile

HTML, CSS (LESS and SASS), Bootstrap, responsive web design, JavaScript and jQuery, npm, gulp, GWT. Some experience with AngularJS, React.js and Backbone.js. WordPress themes development.

iOS development: Swift, UIKit, storyboards.

Backend

Java, Node.js., EJS, PHP

Recent Projects

Otixo. A messenger focused on enhanced flie cloud file sharing capabilities.

`React.JS, SASS, SemanticUI, Swift, UIKit`

Lili. Social network focused on creating and sharing lists of things.

`Angular.js, LESS, HTML, Swift, UIKit`

Bimmer Sticker Store. Features collection of vinyl stickers for automobiles.

`Bootstrap, SASS, EJS, Node.js`

SelimLab. Research group homepage. Static website with blog.

`Bootstrap, SASS, EJS, Node.js`

Maskd A homepage and identity for anonymous iOS messenger app.

`Swift, HTML, LESS`